MetaWorld

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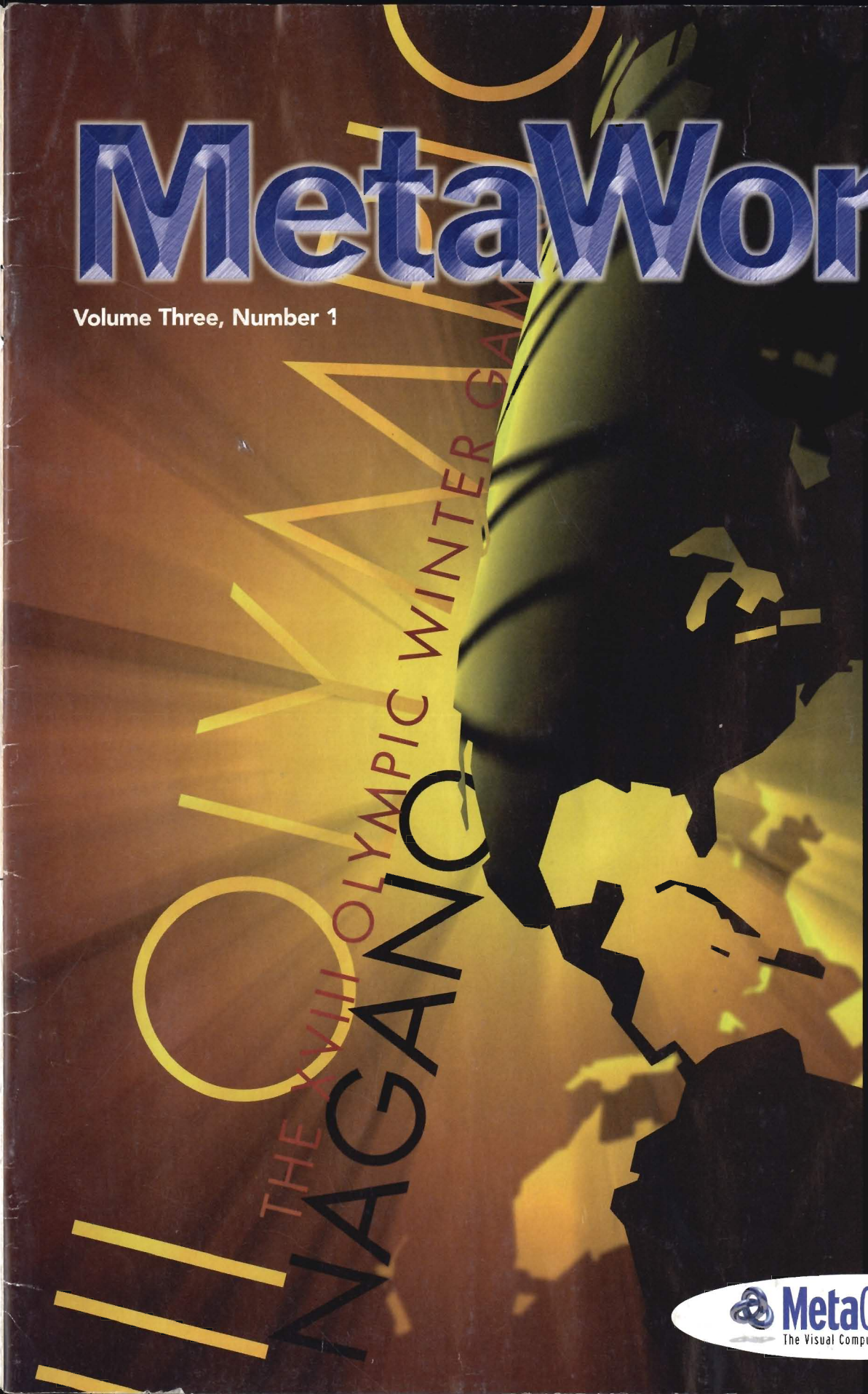

Let the Games Begin!

ON YOUR MARK...

- New *FINAL EFFECTS COMPLETE*, bringing you Hollywood-style video effects! Page 14.

GET SET...

- New *LOGOMOTION 2.1*: 3D animations anyone can use. Does Windows, too! Page 13.

GO!

- Hot Photoshop tools, cool prices: page 28.
- Beyond the Canvas art contest winners: page 15.

Olympic Champ!

Natural-Media® helps power the Winter Olympics

FULL STORY INSIDE

MetaCreations
The Visual Computing Software Company

Letter from the President

Welcome to our winter edition of MetaWorld™! Yes, a new name for this catalog. We want you to look forward to the evolution of this publication in the coming year as we develop a magazine that provides you with the best in stories, tips and tricks, a forum for letters and discussion, and product information. Send us your ideas, stories, tips, etc. Those that are selected will be highlighted and credited for your brilliance, insight or talents.

Right now, we're in the grip of Olympic fever here at MetaCreations-largely because one of Hollywood's leading digital special effects companies, ReZ.n8 Productions, has been using MetaCreations Expression to provide Natural-Media effects in video graphics for the Winter Olympics coming up in Nagano Japan. ReZ.n8 (pronounced "resonate") has already won three Emmys and a host of other awards for their work on previous Olympics. It's high praise indeed, and just one more example of the power we bring to your desktop. The full story begins below.

This issue also brings you two more examples of how we are driving the high end of professional graphics capabilities down to the desktop.check out the stories on Final Effects Complete™ (page 14) and Logomotion™ (page 13). Final Effects Complete is now the industry's leading collection of professional video special effects tools with more than 60 filters and tools for Adobe® After Effects®. Professional digital video effects have never been easier and it vastly extends the power of After Effects®. It's also the best value on the market! Logomotion (now available for Windows, too) provides 3D power and animation for the "real world"-time-short business presenters, digital artists, and web site creators who don't want to master the big 3D packages. There's lots more, so browse on and see-and think about what these great tools can do for you! And commit yourself to learning a new tool this year!

Sincerely,

John Wilczak
President and CEO
MetaCreations Corporation

E-MAIL YOUR TALE!
Got a great story? Let us run it in the next Galleria! E-mail us at galleria@metacreations.com.

MetaCreations
The Visual Computing Software Company

Natural-Media® to Resonate at the Olympics

Founded in 1987 by Paul Sidlo, ReZ.n8 (say "resonate") pioneered digital video and film effects and is today one of Hollywood's leading broadcast graphics and design studios. You've seen their work on CBS in the last two Winter Olympics (for which they won two Emmys), on Fox's NFL broadcasts (yet another Emmy), and on cable channels as diverse as The Disney Channel and VH1. Clients range from all major network news groups, to Steven Spielberg's Amblin Entertainment and George Lucas's Industrial Light and Magic, to Fortune 500 corporations. In addition to the sports Emmys, ReZ.n8 has won dozens of other major industry awards. ReZ.n8 has once again been chosen to provide broadcast graphics for the Winter Olympics. The package includes opening title sequences and transitions, on-screen graphic elements for events, plus breathtaking fly-through sequences and some still-secret "surprises" to be unveiled only during the broadcasts themselves. The project is once again directed by senior art director Dale Herigstat.

Paul Sidlo, President, Owner (far right); Dale Herigstat, Senior Art Director (next to Paul); Cathy Peron, Producer (center right); Doug Towey, Creative Director, CBS Sports On-Air (center) and the rest of the ReZ.n8 team.

A digital agency for the 21st century

A key to the ReZ.n8 approach is the "integrated studio," a platform-independent workflow management system that integrates SGI and NT workstations with Macs and PCs. Artists can use whatever system is appropriate for a particular project without worrying about compatibility or system integration. Details remain consistent as a project moves from one platform to another and is handled by different team members. So when desktop tools such as MetaCreations Expression and Bryce 3D are needed—as they were for the upcoming Olympics broadcasts—the artist is free to use them.

(continued on back cover)

Artist Credits: Front cover and back cover images courtesy of ReZ.n8, Cover Illustration, "Olympic Poster", Back cover, "Resonate" © CBS, Susan Kitchens, "Real World Bryce" cover, © 1997 Susan A. Kitchens, page 3, Mark Moriarty, "Alchemist," page 4, Peter Jivkov, "Dragon," page 5, Edward Jimenez, "Puptoy," page 5, Logo design by C. David Pina, "America's Funniest Videos," © Vin diBona Productions/ABC, page 6, Pete Samek and AndyChristie, "Piston", "Jet Car," "WNET" film, © Slim Films, pages 6 & 7, Sans Talbot, "Queen of Swords", page 8, Cecelia Ziemer, "Looking West", page 12, "Anaglyph of the Dream City," © RAYflect, page 12, William Burningham, "Maddog," page 12, Javier Roca, "Spinning Top," page 13, Christian Haley, "Need to Choose," page 15, John Ennis, "Pixie," page 16, Yoko Orge, "The Insect," page 17, "The Dragon," © Kat Lam Design, page 20, Kazuhiro Ueda, "Calamus," © Fortune Hill page 20, Walter van Lotongeo (also know as Lothar), "Basketball Player," page 21. Remaining illustrations created by our Creative Team: Aaron Begley, Heather Chargin, Nirah Johnson, Brian Moose, Jeffrey Schwertley. © 1997 MetaCreations Corporation. All rights reserved.

3D

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Bryce 3D

NEW! Version

It Moves!

Fabulous real and surreal 3D landscapes and sculptures–now with animation and lots more!

When it comes to fantastic landscapes, Bryce® has always been the top choice of professionals and hobbyists alike. It's perfect for beautiful real and imaginary terrain used for backgrounds, sculptures, Web pages, game development, CD-ROM design and lots more. In response to overwhelming demand, however, we've now added everyone's most-requested feature: *animation!* With new Bryce 3D you can animate any part of your scenes—and even the whole scene itself. Near-magical effects now lie within anyone's grasp—but only with Bryce 3D!

Full animation of any scene or object!

Now you can animate vivid 3D landscapes with the same ease in which you create them. Just click on the animation icon and let Bryce 3D show you how. It's a snap to control moving objects, rotation, camera movements, light sources, and more.

If you're a novice, you can let Bryce 3D automate the process. And if you're experienced, you'll appreciate the control you get over speed, light, key frames, motion paths, and presets. (For a look at what Bryce 3D can do, check out the Planetary Traveler™ story, at right.)

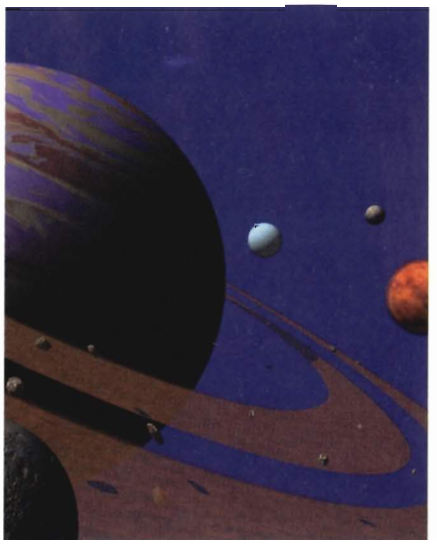
Bryce 3D integrates with other packages, such as Poser and Ray Dream, so you can import objects and animate them, then export to most popular formats, including QuickTime™ and AVI movies.

More astonishing than ever – and now with new Hyper Textures

Bryce 3D is as easy to learn and use as its predecessors. Yet in spite of this simplicity, the results are more astonishing than ever.

New Hyper Textures permeate objects instead of just sitting on the surface. The result: true 3D that mimics reality. Clouds wisp by in flight, smoke swirls in beams of light, water shimmers and refracts just like the real thing.

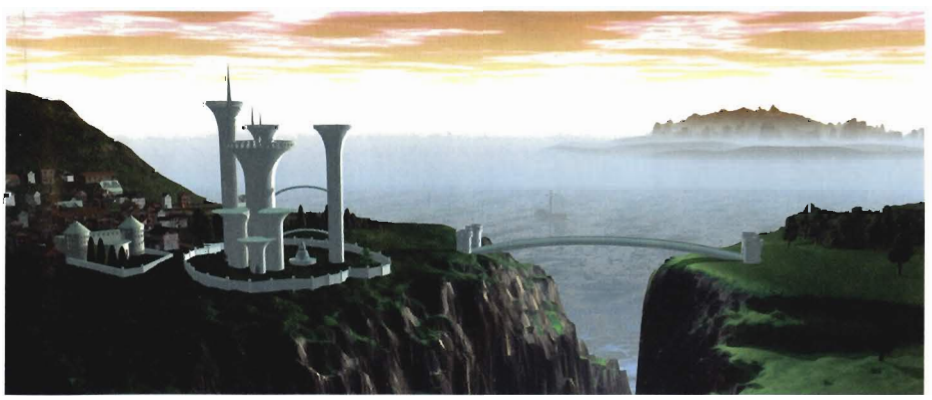
Bryce's elegant interface is nearly as much fun as the final output. You'll love the way it simplifies learning and



Create real and imagined worlds, complete with realistic terrain, atmosphere, and lighting.

encourages exploration. You get full control over terrain, sky, fog and water. Intuitive clicking and dragging makes fog roll in and out, lighting change and more.

Presets of skies, textures, materials and even entire scenes give you lots to build on. Use randomly generated texture maps to start, or sculpt terrain by painting grayscale height values for peaks, valleys, plateaus and erosion. Multiple light sources, versatile camera controls, a rocks generator, and lots of useful "primitives" add to the mix. Enhanced environment controls add realistic stars, comets, and rainbows—even suns and moons complete with realistic surfaces and phases.



From the surreal to the super-real, if you can think of it, you can create it—fast—in Bryce 3D.

> "Begin producing breathtaking ray-traced 3D landscapes in the time it takes you to get through the Read-Me files of Bryce's nearest competitor."
>
> —*Digital Video Magazine*

Your new worlds will have a breathtaking, natural look, thanks to detailed, realistic materials provided

by a comprehensive materials library and the most powerful materials engine on the market. Bryce 3D also provides a natural depth effect by fading distant objects.

Real-time landscapes, no waiting

With Bryce 3D you immediately see the results in a real-time, rotating 3D preview. You can also render patch selections for critical viewing. And new, faster rendering and support for accelerated hardware dramatically cuts final ray-tracing time.

All gain, no pain

With power equal to much higher-priced applications, Bryce 3D puts the capabilities of a high-end workstation into your hands today. It's an exhilarating combination of productivity and just plain fun. In fact, it's what 3D was meant to be.

Bryce® 3D
IT MOVES

System Requirements

MAC Power Macintosh® • System 7.1 or later • 16 MB Application RAM • 16-bit Color Display (24-bit recommended) • 50 MB free HD space • CD-ROM drive **WIN** Pentium® or Pentium Pro®-based PC Windows® 95 or NT • 16 MB RAM • 16- or 24-bit Color Display • CD-ROM drive • 50 MB free HD space

$99*

Bryce 3D · MAC/WIN #BRY-C30-DE-R · **$199**
Upgrade · MAC/WIN #BRY-C30-DE-Z · **$99***
Sidegrade · MAC/WIN #BRY-C30-DE-R · **$179****

*Upgrade price available to registered users of Bryce.
**Sidegrade price available to registered users of Ray Dream Studio, Detailer, Poser, Ray Dream Designer and Infini-D.

MacHome · Macworld Best of Show · MacWorld Star ★★★★ 8.5 · MacUser Awards Editors' Choice Finalist · MacUser ★★★★ · Publish ★★★★ · MacWEEK

Customer Spotlight
Susan Kitchens

This seascape wraps around the cover of Susan's essential reference book, Real World Bryce 2.

Announcing a new conference for Bryce artists—in New Mexico!

My initial foray into computer graphics was followed pretty closely by my initial acquaintance with people who went online to learn more about tools, swap tips, discuss current (and hoped for) projects and generally participate in an ongoing artists' salon that spanned time and distance.

The combination of creative work with software tools and dialog with others who are using the tools continued in my books (most recently *Real World Bryce 2*, and my upcoming title, *The QuickTime VR Book*, both published by Peachpit Press).

Writing books on computer graphic software and technology is a dialog between the artist-writer and the software, and between the artist-writer and the user community. I'm drawn to dialog and collaboration among artists and have long wanted to organize an event where digital artists could get together to learn more about tools, swap tips, and work together collaboratively.

I've put together the Bryce Retreat @ Ghost Ranch, which will take place May 23-30, 1998. The premise is simple: get 50 Brycers together for a week in an astonishingly beautiful location in northern New Mexico (no modems!), set up a computer lab, hold classes in the morning and presentations in the evening, and let the creative muse dictate what happens in the afternoons and at night.

The location boasts an incredible natural beauty to inspire Bryce landscapes. Long before Ghost Ranch became a conference center, Georgia O'Keeffe fell in love with the area, bought a house on the ranch in the 1930s, and painted there. Of this part of New Mexico, Ansel Adams wrote, "the detail [is] so precise and exquisite that wherever you are, you are isolated in a glowing world between the macro and the micro...."

I am producing the conference with a small faculty group and the aid of corporate sponsors MetaCreations and Intergraph. The size is deliberately small, the better to foster community and trigger some real breakthroughs. For more information, check out http://www.auntialias.com/ghost_ranch/. ■

NEW!

Ray Dream 3D

Jump Into the 3D Scene

At last: an easy way to get started in 3D without giving up high quality! Ray Dream 3D™ is cool, complete, and compatible!

Say goodbye to slow, hard-to-use, expensive 3D software! If you can use a draw program (and maybe even if you can't) you can create terrific 3D models and scenes with new Ray Dream 3D.

Based on the state-of-the-art technology that powers Ray Dream Studio (page 10), Ray Dream 3D is ideal for hobbyists and part-time artists who won't settle for less than a truly professional 3D look.

With Ray Dream 3D, you're up and running in minutes, and in short order you're creating everything from Web page animations to family greeting cards to business presentations—all featuring the magic realism and power of 3D.

You get it all with Ray Dream 3D: a fast, intuitive interface, a huge library of models, full control over lighting, camera, and animation—and more!

Super fast, super friendly!

You work in an intuitive perspective view, moving 3D objects around in real time. The free-form modeler is based on tools you'll recognize if you use CorelDRAW,™ Adobe Illustrator,® or nearly any other drawing package.

The Modeling Wizard provides illustrated assistance, and before long you're using 3D techniques like extrusion, lathing, sweeping, and lofting—and getting stunning results. The Scene Wizard uses the same interactive approach to show you how to compose a 3D scene and light it.

Built-in animation capabilities let you animate everything from object motion to lighting to camera angles, and lots more—great for Web pages! Full motion control includes "behaviors" such as bounce, spin, point at, and track.

As you work, Ray Dream 3D shows you the results in near-real time: it's the fastest product of its kind on the market today! Best of all, the complex details of building full-color 3D illustrations—perspective, subtle shadows, lighting effects, textures, and reflections—are handled automatically.

Super cool, super complete!

Unlike some entry-level 3D packages, which are little more than toys, Ray Dream 3D gives you everything you need to create full-color, high-resolution images and animations with all the visual impact and photorealism of 3D.

The program comes with a huge library of more than 750 fully editable, animation-ready models, including buildings, furniture, sports equipment, animals, and lots more. You also get more than 400 "shaders"—surface properties like texture, color, shininess,

reflectivity, and more. You also get more than 100 lights and camera presets.

When your scene is ready for final rendering, Ray Dream's famous ray-tracer draws finished images with all the subtleties and startling realism you expect in high-quality 3D. Details such as shadows, reflections, and highlights combine for a highly realistic look.

> "Product of the Year ... for anybody looking at getting into 3D, this is a must have program."
>
> —3D Multimedia Category, Kip Benge, President, Creative Media Syndicated Features

As an added bonus, Ray Dream 3D also gives you an exclusive Natural-Media renderer. This renderer uses LiveStyles technology to produce images resembling hand drawn styles, such as cartoons, paintings, and sketches.

The huge library of ready-to-use, animatable models makes 3D illustration fast and easy.

Super compatible, too!

Ray Dream 3D imports and exports with popular file formats, so you can use it lots of other software. You can save images in TIFF, PICT, BMP, QuickTime, and AVI formats, plus you can import bezier curves from CorelDRAW and Illustrator and read and write DXF and 3DMF formats.

Web designers can save images and animations in popular Internet file formats, including GIF, JPEG, QuickTime, and AVI. Ray Dream 3D also supports VRML and RealSpace VR formats for creating interactive 3D environments.

Bottom line, Ray Dream 3D is the best way available to dive into 3D illustration and animation. Best of all, it's so easy, an hour is all it takes to experience your first success in the world of 3D.

Who says 3D design and animation has to be expensive, slow, and boring? With its low price, high speed, and easy interface, Ray Dream 3D breaks down all the barriers. Isn't it time you tried 3D?

Ray Dream 3D users can illustrate and animate their cartoon fantasies just like the big dogs!

RAY DREAM 3D™

System Requirements

MAC Power Macintosh (required) • System 7.0 or later • 20 MB Application RAM (32+MB recommended) • Color Display (24-bit recommended) • CD-ROM drive **WIN** 486DX, Pentium or Pentium Pro-based PC • Windows 95 or NT • 16 MB RAM (24+ MB recommended) Color Display (24-bit recommended) • CD-ROM drive

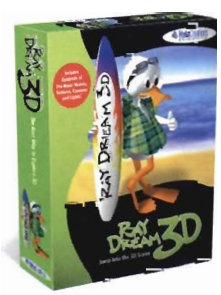
$49*

Special offer for Ray Dream Designer Users!

Ray Dream 3D · MAC/WIN #RD3-C10-DE-R · $99

Upgrade · MAC/WIN #RD3-C10-DE-Z · $49

*Upgrade price available to registered users of Ray Dream Designer.



Check out the new Ray Dream 3D Training Packs on Page 11!

Infini-D 4

Professional 3D Animation Power Made Easy

Windows Version 4.1 now available!

Award-winning 3D animation software for video.

New Infini-D™ 4 gives you an unprecedented combination of video integration, 3D animation power, high-end special effects and a responsive, intuitive working environment. It's the ideal choice for corporate and broadcast video professionals who want the richness of 3D animation for their work.

From title animations for the Academy Awards and America's Funniest Home Videos, logo animations for ABC™ and MTV,™ storyboards for Independence Day—even package designs for Gatorade®—you've seen Infini-D's handiwork everywhere. No other 3D animation software offers this kind of power at this price—and its all-new interface lets you be creative right away.

Infini-D gives you the power to create an incredible range of 3D images and animations.

All the power your imagination requires

Infini-D gives video pros and hobbyists alike the tight integration and fast feedback they need. Special features include:

- **Sophisticated particle systems** with full control over particle life, color, emit rate, gravity, collisions, and more.
- **Volumetric lighting effects** for rich light beams and visible rays.
- **Interactive SuperFlares** for instant lens flares and powerful animation effects.
- **ShadowCatchers** for integrating 3D objects and backgrounds—and seamless compositing over stills and video.
- **Plug-in filters** that bring the versatility of Adobe After Effects-compatible filters to the 3D environment (Mac only).

You also get preview-over-video, showing how an animation will composite over background video, a new audio track (Mac only) for matching motion and sound—plus broadcast-quality rendering features such as field rendering, non-square pixels and full NTSC/PAL color correction.

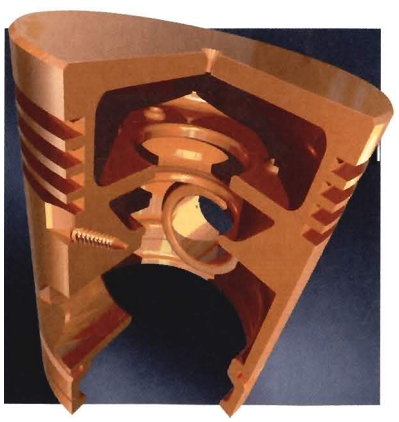
> "Kudos to Infini-D ... truly a broadcast-level tool."
>
> —*Digital Video Magazine*

Great new features for Windows

New Infini-D 4.1 for Windows 95/NT now features Real Time Geometry (Windows only), revolutionary new technology that accelerates the process of working with and rendering complex 3D models. RTG lets you dynamically increase or decrease the complexity of 3D models as needed, so that models close to the viewer can be at a high resolution, while those that are far from the viewer can be much less complex. This reduces rendering times without loss of quality.

Familiar Feel – Fast, Fabulous Results

With the new Infini-D you can use a complete set of deformation tools to bend, bulge, twist and wave your 3D objects. You can even apply multiple deformations for complex morphs that would be impossible to achieve through modeling. The new mesh editor gives you the power to sculpt your 3D model



Produce stunning, photorealistic image's with Infini-D's broadcast-quality renderer.

in unprecedented detail by freely manipulating points on the surface mesh. Or, import any EPS outline and instantly turn it into a 3D logo with fully customizable bevels.

Rich Rewards at Every Level!

With Infini-D the learning curve is low and the output quality matches systems costing thousands more. You get professional quality results in minutes, whether you're a seasoned veteran or just starting out. For the best all-around 3D animation package for video, get Infini-D 4!

Infini-D™

Professional 3D Animation Power Made Easy

System Requirements

MAC Power Macintosh • System 7.0 or later • 16 MB Application RAM (32 MB recommended) • 16" monitor (recommended) • CD-ROM drive **WIN** 486 or Pentium (recommended) • Windows 95 or NT 4.0 24 MB RAM (32 MB recommended) • 16-bit color display (17" or larger recommended) • CD-ROM drive

$199*

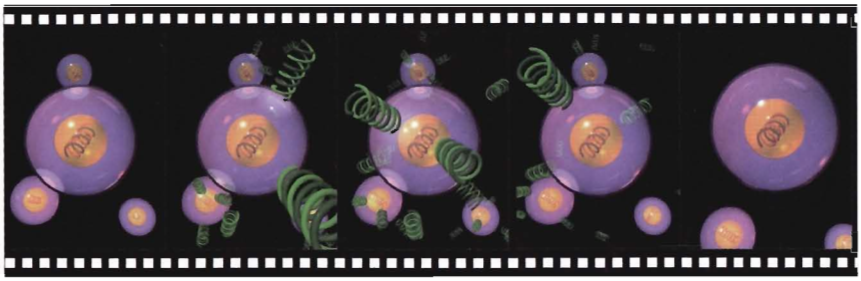
Infini-D 4.1 · WIN #INF-W40-DE-R · **Now $599**

Infini-D 4.0 · MAC #INF-P40-DE-R · **Now $599**

Upgrade · MAC #INF-P40-DE-Z · WIN #INF-W40-DE-Z · **Now $199**

*Upgrade price available to registered users of Infini-D and Bryce

Customer Spotlight Slim Films



Here's how "Innovation: Gene Therapy" came to be:

One day while Andy and I were having a staring contest, the silence in our studio was shattered by the ringing of our phone. It was Nicole from public television calling. She produces the Innovation show. She had heard of our incredible animation prowess and needed some scientific animations done pronto. Calling off our staring contest, we immediately set about creating some fantastic 3D animations—using Infini-D, of course. It's our favorite tool.

To make a long story short, Andy did this really amazing animation, with all this junk spinning around the earth. It had these really cool camera angles, with explosions and space ships and this unbelievably scary alien thing. Then I got busy and did this really goofy slapstick character with giant flaming x-ray eyes, who ran around chasing a ball and discussing the different styles of famous twentieth-century poets ("Dare I eat a peach?"), plus something about the duality of man.

Then Nicole came by to see how we were doing. She told us that the space stuff was really cool and all, and she loved the x-ray eyes on my slapstick guy—but what she really needed were animations showing how gene therapy works. So we did the ones you see here. With Infini-D, it doesn't take long. Now, if we could just find somehody who wants these really cool exploding space ships...

Pete

Andy

Slim Films is comprised of Pete Samek and Andy Chtistie. Between the two of them they have well over 32 years of experience in the graphic arts field and they have worked fot such clients ads Scientific American, Boeing, Time, Discover, MacWeek, National Geographic, Sports Illustrated, and Newsweek, to name a few.

When Pete and Andy stated Slim Films, they bought a "really cool 3D animation package—Infini-D" that was easy to use and yielded high quality results. Since then they have atttracted the attention of such clients as ABC Sports, Citibank, MTV, ESPN, Bell Atlantic, AT&T, Tops, Tribe, and the 1996 Olympics. ■

Poser 2

Remarkable Figure Design and Animation

Digital artist's models that let you integrate the human form into illustrations, 3D scenes, web graphics and animations.

Figures for Every Purpose

Human figures are tough, even for professional artists, but not with Poser™ 2! You get fully posable male and female models—and the ability to turn the natural into the supernatural with just a few clicks of your mouse. Need a minotaur?

Just import a model of the head of a bull, place it on your Poser 2 figure in place of the built-in head—and you're finished. Instant custom characters! Import 3D objects to use as props in 3D scenes. Give rattles to digital infants, pencils to electronic accountants, and torches to Olympic runners.

Lights, Camera, Action!

Poser 2 is an incredibly easy tool to use for animating figures. Simply create a pose, go to a new position on Poser's timeline, and change the pose. Poser 2 automatically generates all the in-between frames you need to create a movie clip. With the power of true Inverse Kinematics (IK), animating figures in Poser 2 is a snap.

Seamless Integration

Whether you're a 2D or 3D artist, Poser 2 makes life easy for you. It renders figures at any resolution, complete with anti-aliasing. Open your rendering in Painter or another image editor and collage it with other images. Save animations as QuickTime™ or AVI movies and open them with your favorite video application (Painter, Adobe After Effects,® or Adobe Premiere™—it makes no difference).

> "Poser 2's animation is truly jaw dropping"
>
> —*MacToday Magazine*, September 1997

Poser 2 also works with your with favorite 3D applications such as Ray Dream Studio™ 5, Ray Dream 3D, Detailer, Bryce 3D, and others.

It exports 3D geometry in numerous file formats, including Detailer, Wavefront® OBJ, DXF, and QuickDraw 3D™ (3DMF).

Get the power to include the human figure in all kinds of designs—posters, animations, you name it!

System Requirements

MAC 68040 with FPU or Power Macintosh • System 7.5.1 or later • 12 MB Application RAM (16MB+ recommended) • Color Display (24-bit recommended) • CD-ROM drive **WIN** 486DX, Pentium or Pentium Pro-based PC • Windows 95 or NT • 16 MB RAM (20 MB+ recommended) • Color Display (24-bit recommended) • CD-ROM drive

$69*

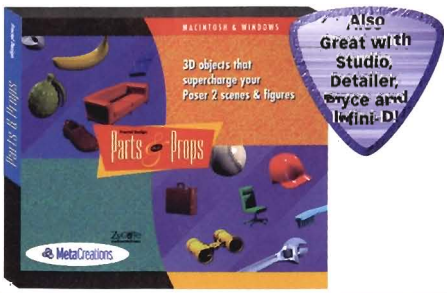
Poser 2 · MAC #00915 · WIN #00965 · **Now $149**

Upgrade · MAC H00914 · WIN #00964 · **Only $69**

*Upgrade price available to registered users of Poser

Get Free Spare Parts disk with purchase of Poser 2

Parts & Props™


Macintosh & Windows
3D objects that supercharge your Poser 2 scenes & figures
Also Great with Studio, Detailer, Bryce and Infini-D!
Parts & Props
MetaCreations

100 ready-made 3D objects add accuracy and pizzazz to Poser 2 figures and scenes. You get everything from briefcases to park benches, hair for your figures, sports items, glasses, tools like a hammer or pliers and lots more. In Poser 2, you can even replace body parts with these props—for the wildest new creations! Use them with Detailer, Ray Dream Studio, Bryce and Infini-D too!

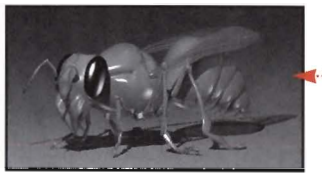
Parts & Props · MAC/WIN #00949 · **Only $39!**

ZyGoTe

Parts & Props was developed by Zygote and published by MetaCreations Corporation.

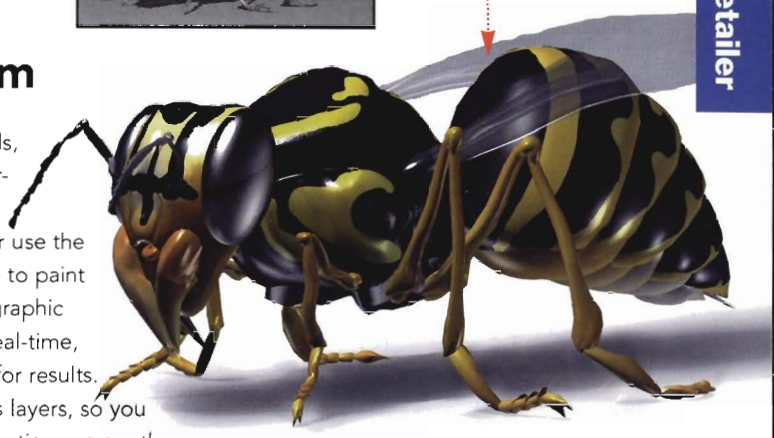
Detailer

The Amazing 3D Paint Program



Go from DRAB...

...to FAB, with Detailer!



Develop incredible surface details, working directly on the 3D image. Or create surface maps in 2D, then apply them to your models.

Paint directly on the surface of any 3D model!

For enriching the surfaces of 3D models, there's never been anything like Detailer.™ Using Detailer is like holding an object in your hand and painting its surface. You get the visual impact of 3D with the compositional simplicity of 2D. And Detailer lets you create rendered 3D objects that become vivid elements of 2D designs.

Flexible Control through Models and Maps

Start with Detailer's built-in models or import your own. Then use Detailer's comprehensive map support to achieve incredible control over appearance.

Use texture maps to add color; bump maps to create surface relief; highlight masks to set surface gloss; reflection masks to control reflectance, and glow maps to add diffuse color. Detailer also supports multiple mapping methods: cylindrical, spherical, cubical, pass-through, and U-V (implicit).

Unbelievable Brushes and Effects

Detailer inherited all the hottest brushes and effects from Painter. Use standard retouching brushes—or go wild with chalk, charcoal, pastels, oils, and more. Finger-paint your models with liquid brushes, or use the exclusive Image Hose to paint with pieces of photographic Everything works in real-time, so there's no waiting for results. And Detailer supports layers, so you can drag floating selections across the surface of your models.

Broad File Format Support

Detailer is compatible with most 3D formats: QuickDraw 3D (3DMF), DXF, OBJ, and 3D Studio (r3 & r4). Open Detailer files directly in Ray Dream Studio or Ray Dream 3D;open and save images in RIFF, PICT, TIFF, PCX, BMP, TARGA,Photoshop 2.x and Photoshop 3 formats.

Bonus Items for a Fast Start

Detailer also gives you hundreds of photographic patterns, backgrounds, textures, brushes, and more. You'll be busy for days just playing around with all this cool stuff!

No 3D artist should be without Detailer. With its comprehensive (and exclusive) 3D painting features, it's an essential 3D tool. Discover the Detailer difference!

DETAILER

System Requirements

MAC Power Macintosh (required) • System 7.0 or later • 12 MB Application RAM (16+MB recommended) • Color Display (24-bit recommended) • CD-ROM drive **WIN** 486 DX, Pentium or Pentium Pro-based PC • Windows 95 or NT 4.0+ • 16 MB RAM (20+ MB recommended) • Color Display (24-bit recommended) • CD-ROM drive

$299

Get Ray Dream Designer and the Wild Bundle Free with purchase of Detailer!

Detailer · MAC #04500 · WIN #04550 · **Only $299**

NEW! Detailer-MAX Transporter

Announcing the Detailer-MAX Transporter,™ an all-new plug-in for 3D Studio MAX.® Why do you need it? Simple. With it you add Detailer power to 3D Studio MAX without having to import and export files. It saves you lots of time and helps opens up your creative potential."

With the Detailer-MAX Transporter you'll pass models and their texture maps from 3D Studio MAX scenes directly to Detailer. In Detailer you'll use Natural-Media and painting capabilities to enrich your model, then easily re-apply the edited maps to the original model. Fast. Easy. Essential!

Windows Only

Requires Detailer, 3D Studio Max 1.2 or 2.0, and a Windows compatible system.

Special Introductory Price

$99

Rapid Transit to the MAX! Pass models and textures between Detailer and 3D Studio MAX!

Detailer-MAX Transporter · WIN #DMT-W10-DE-R · **Only $99**

Ray Dream Studio 5

The Essential Tool for 3D Design and Animation

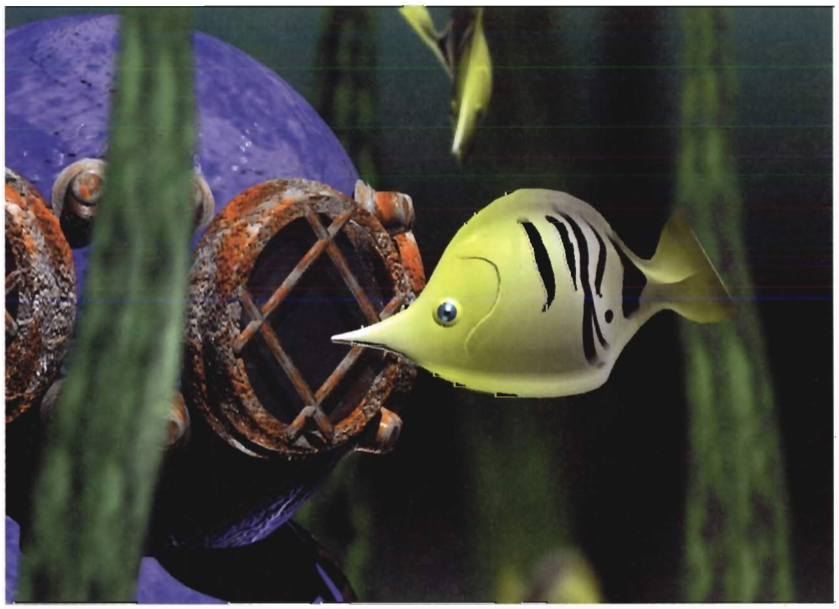
Lifelike 3D illustration and animation have never been so awesome–or so easy!

No question about it, 3D is here to stay. Stunning 3D imagery is everywhere—on TV and in the movies, in print, and on the World Wide Web. To compete in today's market, every digital artist needs quality 3D tools to work with that deliver professional results without a professional learning curve. And that's what you get with all-new Ray Dream Studio™ 5.

Wilder! groovier! Faster!

Tomorrow's 3D tool today!

Ray Dream Studio 5 takes 3D to a whole new level, providing an unbeatable combination of power, ease-of-use, and value. Studio's new interface makes working in 3D more like working with objects in the real world—more intuitive and interactive than ever before. Poke, prod, and pull 3D models as if they were made of digital clay. Make hands-on adjustments to lights, cameras, and deformers and see the results in real-time, thanks to Studio's radically redesigned interactive renderer that's now up to **400% faster**. As to cost, well, Studio's always been affordable, and we've held the line on the price. Studio delivers much of the power of 3D tools costing up to $3,000, at a fraction of their cost.



Studio 5 gives you complete control over objects, lighting and camera effects—plus breathtaking speed!

Professional 3D power and speed

At the heart of Studio 5 lies the new **Mesh Form Modeler**, a vertex-level modeler that gives you exquisite control over individual polygons, lines or vertex points on your models. Or you can generate models by **extruding, lathing, lofting, sweeping** and more in the **Free-Form Modeler**. A **"sphere of attraction" tool** deforms model surfaces through pushing and pulling actions. **Boolean operations** let you add or subtract geometric pieces to create virtually anything you can imagine. And a new set of **volumetric and particle-based primitives**, including fire, fog, clouds and fountains, lets you create and animate incredible natural effects.

Cutting-edge rendering effects include the revolutionary **Natural-Media® renderer**. Based on LiveStyles™ technology from ThinkFish Productions (www.viewpoint.com), it lets you create 3D graphics that resemble cartoons, paintings or sketches. Ultra-cool effects like **visible light beams, glowing auras, depth-of-field** and **lens flares**, give your finished projects a startling realism. And if you're used to renderings that require seemingly endless hours to finish, you're in for a surprise. Studio 5 is blindingly fast, and it takes full advantage of today's hardware acceleration and multi-processing systems.

"New context-sensitive properties nearly prompt angels to sing 'Hallelujah!'"

—*PC Graphics & Video*, October 1997

Awesome animation, endless extensions

Studio 5 is an animation powerhouse. Cutting-edge features like the **Total Control Timeline** and **Inverse Kinematics** put you in the director's chair. And Studio 5 now features physically-based animation, so you can **generate realistic animation based on real-world physics**. Incorporate factors such as *gravity, velocity, friction*—and **collision detection**. It's easy to make balls bounce off tables, feathers flutter to the floor and more.

Studio's extensible architecture gives you access to compelling add-ons, both from MetaCreations and third-party developers. These add extra functions and hot new features, so your software is never out of date.

Complete your suite

Ray Dream Studio 5 is the essential 3D graphics application you need for your design suite. It provides all the tools you need for professional quality work, yet these powerful tools are **easy** and **intuitive** to use. Studio also **supports most popular graphics standards**, so you can freely import and export your creations into and out of your other applications.

Whether you're experienced in 3D or just venturing into it, Ray Dream Studio 5 is your package. Its best-of-class features, wide compatibility with other software, sheer performance and flat-out value make it the clear choice for every artist, web designer and multimedia producer. Order now, and you'll see why!

The Bézier spline-based Free Form modeler and the new vertex-level Mesh Form modeler let you sculpt any object you can imagine!

Ray Dream Studio 5

System Requirements

MAC Power Macintosh (required) • System 7.0 or later • 20 MB Application RAM (32 MB recommended) • Color Display (24-bit recommended) CD-ROM drive **WIN** 486DX, Pentium or Pentium Pro-based PC • Windows 95 or NT • 16 MB RAM (24+ MB recommended) • Color Display (24-bit recommended) • CD-ROM drive

$99*

Ray Dream Studio 5 · MAC/WIN #STD-C50-DE-R · **Now $299**

Upgrade · MAC/WIN #STD-C50-DE-U · **Only $99**

*Upgrade price available to registered users of Ray Dream Studio or Ray Dream Designer.™

VIEWPOINT DATALABS 3D DIGITAL CONTENT

Ray Dream Training Packs

NEW!

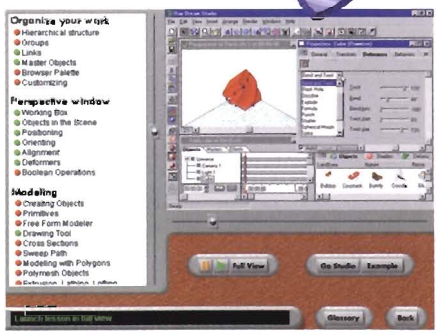
For a fast start with Ray Dream Studio 5 or Ray Dream 3D, check out these two new fully digital CD-based tutorials developed by RAYFlect, Inc. Beginners will appreciate the chapter access that takes you step by step through each program. Experienced users will love the glossary access that lets you go directly to a topic for quick tips and tricks. You can also run lessons inside Studio and Ray Dream 3D and load examples directly from the CD.

It's like having a Studio or Ray Dream 3D expert at your side as you work in the programs—and the best way to jump start your 3D work!

$39 each

RAYflect

- Ray Dream 3D Training Pk
  MAC #RD3-P1O-DE-TP · WIN #RD3-W1O-DE-TP · **Only $39**
- Ray Dream Studio Training Pk
  MAC #STD-P5O-DE-TP · WIN #STD-W5O-DE-TP · **Only $39**



Reduced shipping & handling for these items. See order form for details.

Ray Dream Extensions

Get the hottest 3D effects with extensions for Ray Dream Studio 5

Four Elements™

Create incredible 3D worlds within Ray Dream Studio.

Earth creates realistic landscapes and otherworldly planetary surfaces. Generate an amazing variety of terrain, from mountain peaks to desert dunes, or use revolutionary terrain painting tools to work from scratch. Create terrain from any grayscale image, add craters, accentuate hills and ridges, simulate erosion and more!

Natural forces are yours to command when you add Earth, Air, Fire and Water to Ray Dream Studio!

Water lets you fill rivers, lakes, and oceans. The Waves shader creates everything from the calmest lake to the most turbulent sea.

Wind conjures up stormy skies, breathtaking sunsets, and moonlit nights—even rainbows and eclipses. It's completely animatable in Ray Dream Studio.

Fire shader makes this package complete. Use it to animate a simple flame, or apply it to any object for unique pyrotechnic effects.

$79

Four Elements · MAC/WIN #STD-C50-DE-FEP · **Now $79**
Requires Ray Dream Studio 5

3D Fun Pack™

Free 3D Glasses!

Click, and you're in on the latest graphics craze! With 3D Fun Pack, you can automatically create stereograms—those seemingly random patterns that reveal a hidden 3D image when you look at them the right way. 3D Fun Pack converts any Ray Dream Studio illustration into a single-image random dot stereogram, or a repetitive pattern stereogram. You can also create amazing anaglyphs—graphic images with a stereoscopic 3D effect when you look at them through 3D glasses (glasses included free). And for maximum fun, you can use Ray Dream Studio to animate any of the effects you create!

Grab your glasses! Now 3D stereograms are yours whenever you want them.

$29

☆ **3D Fun Pack** · MAC/WIN #STD-C50-DE-3D · **Only $29**
Requires Ray Dream Studio 5

RAYflect

Four Elements and 3D Fun Pack were developed by Rayflect, Inc.

Ray Dream Extensions available by phone only–call for your serial number today! No refunds available.

SuperMesh™

Generate amazing 3D shapes and landscapes from any bitmap image! Just import a grayscale image and SuperMesh instantly creates "height fields" based on gray values.

Use any grayscale pattern: a leaf, a brick wall, a face, to create objects with realistically textured surfaces. Import maps for realistic topographical images for flybys and scenic vistas. Wrap your grayscale image map around a cylinder, sphere, or plane to create a wide range of 3D shapes.

SuperMesh lets you use grayscale images and patterns to create 3D models and terrain in Ray Dream Studio.

And when you use QuickTime™ (Mac only) or AVI (PC only) movies as your image sources, you can animate SuperMesh objects in Ray Dream Studio: waving flags, rippling water—even the landscape of a major earthquake. Anything is possible with SuperMesh!

$49

SuperMesh · MAC/WIN #STD-C50-DE-SMP · **Only $49**
Requires Ray Dream Studio 5

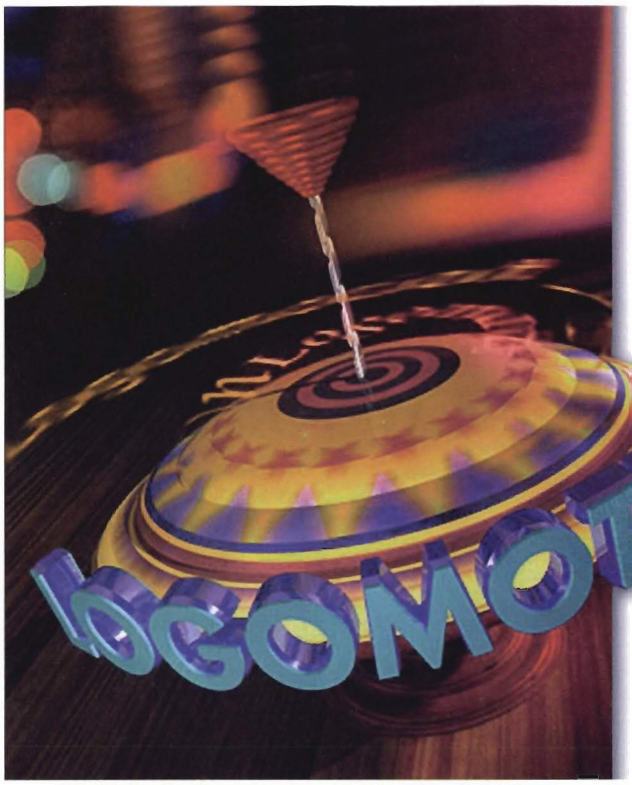
Zenstar Software

SuperMesh was developed by Zenstar Software.

LogoMotion 2.1

The Easiest Way to Create Amazing 3D Animations

NEW! Now available for Windows Too!



Turn heads with professional-quality logos that fly, spin, and shine! LogoMotion™ is the ideal tool for animated 3D text and logos. Best of all, it's radically easy to use!

If you've wished for eye-catching 3D text and logos but weren't been willing to sink a lot of time into getting them, LogoMotion is the answer to your prayers. With LogoMotion, you can automatically turn flat, 2D EPS logos into eye-catching 3D logos, plus animate objects to create dramatic visual effects. LogoMotion's intuitive interface makes working in 3D pleasurable and productive. It's the perfect complement to Macromedia Director, Microsoft PowerPoint, Harvard Graphics, and other presentation and authoring packages.

Triple Play for Powerful Productions

If you're a multimedia artist, now you can quickly and easily create 3D, animated logos and text and add them to self-running or interactive demos and other projects. LogoMotion's polished, high-quality work dramatically increases the visual appeal of your work—without dramatically increasing your work.

With LogoMotion, business presentations take on the impact of 3D without impacting your time. Its pre-animated cameras, lights, and models nearly eliminate the need to keyframe animations by hand—and that saves you hours of work. Your presentations will 'wow' your audience in all-new ways.

And if you're a web artist, you can quickly generate 3D buttons, bullets, logos, and text to spice up your pages. LogoMotion's PICS and QuickTime movies are easily incorporated into ShockWave web pages.

Powerful Assistants, Complete Compatibility

LogoMotion's exclusive StageHands help you animate 3D logos and text via more than 700 pre-animated cameras, lights, and props that compose professional-quality animations.

The whole process is over in minutes. Simply import any EPS logo, choose a StageHand, and save the result as a 3D movie file. Through its support for AVI, QuickTime, PICS, TIF, and other common image formats, your LogoMotion work is easy to incorporate into any Director movie or PowerPoint presentation. Save and print your images, add them to web pages, or edit them in your favorite paint program. Alpha channel support allows seamless composition onto background images or animations. And of course you can use all your Type 1 and TrueType fonts, turning them instantly into 3D text.

When you want 3D fast, LogoMotion really delivers!

System Requirements

MAC Power Macintosh • System 7.6.1 or later • 16-bit color • 16 MB RAM • CD-ROM drive • 14" Monitor • 25 MB Free HD space

WIN Pentium processor • Windows 95 or NT 4.0 or later • 16-bit color 16 MB RAM • CD-ROM drive • 14" Monitor • 25 MB Free HD space

$99

LogoMotion 2.1 · MAC/WIN #LOG-C21-DE-R · **Only $99**

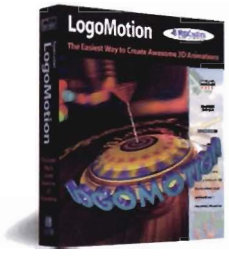
LogoMotion™

The Easiest Way to Create Awesome 3D Animations

MacUser ★★★★★

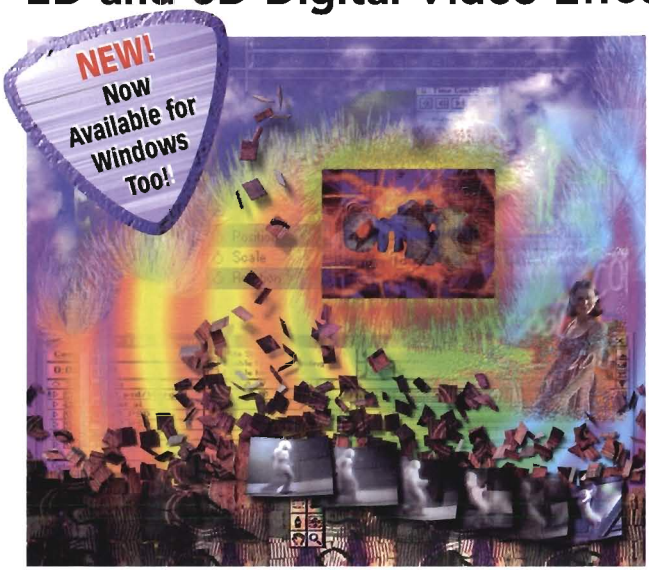
MacWEEK ◆◆◆◆

MW ★★★★½



Final Effects Complete

2D and 3D Digital Video Effects and Transitions



Dramatically extend the power of Adobe After Effects with this collection of 60 plug-in filters and transitions for endless Hollywood-style special effects.

Final Effects Complete™ delivers amazing effects through simple, yet powerful controls that create professional-quality visual effects for film, video, animation and CD-ROM. You can do things on your computer that were formerly available only with workstation-level graphics systems costing hundreds of thousands of dollars!

With Final Effects Complete endless possibilities await you: rain, snow, fire, smoke, bubbles, particle explosions, distortions, 3D particles, liquid mercury distortions, spotlights, color and transition effects, and many more dramatic effects. It's the essential final effects package for Adobe After Effects and any other application that fully supports the After Effects 3.0/3.1 plug-in architecture. You get:

- Quality Effects that are essential visual tools, not just tricks, including professional lens, spotlight, distortion, color, lighting, transitions, and customizable liquid mercury distortions,
- Advanced particle systems for complex smoke, fire, rain, confetti, gas particles, and explosions.
- Ultra-Fast rendering that lets you experiment with the tools under real-world production pressures.
- Multiprocessing support for superior performance.

From simple raindrops to summer downpours, floating snowflakes to cascading hailstorms, hazy smoke to raging fire storms, you can do it all with Final Effects Complete. Its powerful tools help you create dynamic compositions like the ones you see on network TV, MTV, and in major motion pictures.

Only Final Effects Complete gives you the quantity, power, flexibility, and, above all, the quality you need. For fully professional Hollywood-style effects—at a fraction of the cost of competing packages—get Final Effects Complete!

Final Effects COMPLETE

System Requirements

MAC 68040 with FPU or Power Macintosh • System 7.5.1 or later 10 MB Application RAM, 12 MB for Power Mac • Adobe After Effects 3.0/3.1 4 MB hard disk space • Apple Quick Time 2.1 • CD-ROM drive Color display
WIN 486/Pentium/Pentium-Pro • Windows 95 or Windows NT 16 MB Application RAM (20 MB recommended) • Adobe After Effects 3.0/3.1 4 MB hard disk space • CD-ROM drive • Color display

$195* For Special VAR Pricing Call 800-459-5188 (phone orders only)

Final Effects Complete · MAC #FEC-P10-DE-R· WIN #FEC-P10-DE-R · **$995**
Upgrade · MAC #FEC-P10-OE-R· WIN #FEC-P10-DE-R · **$195***
Upgrade · MAC #FEC-P10-DE-R· WIN #FEC-P10-DE-R · **$495****

*Price available to registered owners of **both** Studio Effects **and** Final Effects
Price available to registered owners of **either Studio Effects **or** Final Effects

Awards earned by Studio Effects and Final Effects

Final Effects AP

Final Effects AP for Adobe Premiere produces Hollywood-style effects with 16 powerful plug-ins. You get high-end results for corporate video, game development, CD-ROM and more. Create powerful 2D particle dynamics, lens effects and transitions—all with plug-and-play integration. You can even create resolution-independent composites for output to high resolution and international video formats.

System Requirements

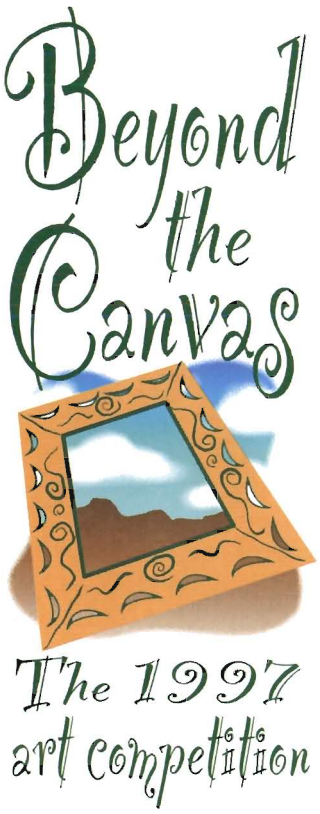
MAC 68030 or greater with FPU or Power Macintosh (recommended) System 7.1 or later • 2 MB RAM from host application (16 MB recommended) • 8-bit Color Display (24-bit recommended) • Adobe Premiere 4.2 or applications that 100% support Adobe Premiere 4.2 plug-ins
WIN 486DX2-66MHZ or Pentium (recommended) • Windows 95 or NT 32 MB RAM recommended • 8-bit Color Display (24-bit recommended) Adobe Premiere 4.2 or applications that 100% support Adobe Premiere 4.2 plug-ins

$149

Final Effects AP · MAC #FAP-P10-DE-R · WIN #FAP-W10-DE-R **Only $149**

Beyond the Canvas Contest Winners

*Grand Prize Winner, **Need to Choose**, by Christian Haley*



The winners of Beyond the Canvas, MetaCreations' fifth annual international digital art and design competition, were announced at the October, 1997 Seybold Conference in San Francisco.

Grand Prize winner—and winner of a trip for two to his choice of Paris, Rome, Amsterdam, or Prague—was Christian Haley of Ludlow, MA for *Need to Choose*, a digital painting executed in MetaCreations Painter. Christian, who has been involved in digital art for two years, said, "I found Painter to be the perfect medium to carry out my imagery." *Need to Choose* was exhibited at the Seybold Conference, along with other winning works. We haven't heard which city Christian plans to visit, but with the choices offered, he can't lose.

Additional winners included Tim Anderson, Pfafftown, NC, Fine Art 2D; Steve McArdle, Ontario, Canada, Fine Art 3D; Page Wood, Sherman Oaks, CA, Commercial Illustration 2D; Steven Wright, Fremont, CA, Commercial Illustration 3D; John Atkinson, Berkeley, CA, Animation; Yoko Ohga, Tokyo, Japan, Web Page/Interactive Game Design; Stephen Jameson, Newport, RI, "Best of" Award in the student category.

An independent panel of industry leaders selected the winners from hundreds of entries sent from all over the world. Corporate sponsors and donors of hardware and software prizes included MetaCreations, Apple Computer, *Computer Artist* magazine, Elsa, Live Picture, Nomai, Pantone, Viewsonic, FWB Hammer, *Artville*, and Wacom Technology.

"This year's competition was the first to bring together 2D and 3D artists and their work," noted Amiee Russell, MetaCreations' contest manager." This competition is a great way for us to connect with our users, and we are thrilled with the high quality of work that was entered this year."

Many of the winning images will travel to art galleries and major trade shows around the world. You can also see them on the MetaCreations web page at www.metacreations.com.

If you're a digital artist, plan to enter next year's contest. We'll be announcing it in a future issue of *Galleria* and on our website—and who knows, maybe we'll be publishing your winning entry a few months later! ■

Painter 5

The World's Most Creative Design Tool

If you've dreamed of creativity without limits, this is it. New Painter 5,™ with dozens of enhancements, blows away the barriers to creative freedom.

With dozens of all-new looks that no other graphics program can duplicate, Painter 5 lets you create artwork that's unique to the hand that authored it: *your* hand.

Radical New Features for Unlimited Creative Freedom

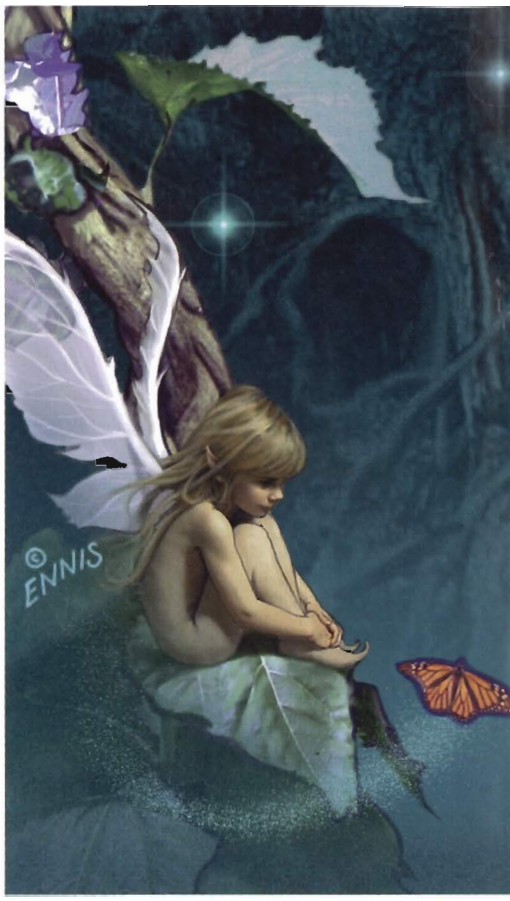
Incredible new power. Incredible new looks. Painter 5 is bursting with brushes and the ability to add more without limit. Dozens of new brushes are provided thanks to a new plug-in architecture that opens up the Natural-Media heart of Painter.©

Layers add entire new dimensions to your Natural-Media creations.

Now Specifically Designed for Web Graphics. Bevel World now creates buttons with a single click. The amazing Pattern Generator lets you create seamless backgrounds in a flash. Painter 5 also adds animated GIF support to make your web pages really shine and includes support of interlaced Internet GIF and JPEG file formats. Development couldn't be easier!

Powerful Photo Brushes make retouching a snap. The Scratch Remover makes dirty scans look great. And once you paint with the Hue brush you'll realize there's no better way to re-color and tint your photographs. Experiment and play with the Gooey brushes that turn images into liquid that can be bulged, twisted, pinched and stretched. **Super-Cloning brushes** go beyond rubber-stamping: not only can you transform an image into a hand-rendered painting, but you can also twist, scale, skew and mirror at the same time. And the highly-requested **Layer brushes** let you paint on transparent layers without altering the underlying canvas.

Dynamic Floaters bring unparalleled freedom and creativity to your designs. Dynamic Floaters can create new objects—like a metallic painting layer that reflects and shimmers with the environment, or they can create image effects that can be changed, moved, and reapplied without changing your underlying artwork. In Painter 5, you will find Liquid Metal which lets you paint with Mercury, Dynamic Burn, Tear, Glass Distortion, Kaleidoscope, and Bevel World for creating buttons and frames, plus a collection of Dynamic Floaters that perform the functions of Photoshop's Adjustment Layers.



Beautiful, "painterly" Natural-Media effects lie at the heart of Painter 5. Dozens of powerful new brushes and all-new capabilities lead you into new creative realms.

Tear-off Tools. Now you can create custom palettes of favorite tools, art materials, and menu items. Set up your own standard palettes, create palettes for specific jobs, or use any criteria you choose. Work with the cleanest (or the busiest) interface you want, free of distractions (or chock-full of inspiring choices).

And much much more ...

Painter 5 also includes a bunch of new image effects, such as the new 3D Place Elements, Camera Blur effects, and the Pop-Art Fill to help you turn static photographs into dynamic compositions.

You also get a new Crop tool, a redesigned Magic Wand, an improved Paint Bucket and a rock-solid Color Management System by Kodak.®
All these things make working with Painter 5 faster, easier and more efficient than ever.

"Painter is King of Creativity."

—*Windows Magazine*

Photo-Fantastic Image Hose™ lays down photographic elements as if they were dabs of paint, blending painting with photography to create never-before-seen effects. You have to try it to believe it!

The World's Greatest Art Store on Your Desktop

A seamless blend of the most advanced traditional tools and the most advanced digital tools, Painter 5 is the must-have computer application for everyone involved in the graphic arts.

Treat yourself to a real breakthrough experience in computer graphics. Gimme Five! Get Painter 5 today!

$99*

Painter 5 · Mac #05000 · Win #05050 · **Only $299**
Upgrade · Mac #05011 · Win #05061 · **Only $99**

*Upgrade price available to registered users of Painter.

Macworld STAR RATING ★★★★★ September 1997 · MacUser ★★★★½

Painter 5

System Requirements
MAC Power Macintosh (required) • System 7.5.1 or later • Min 12 MB application RAM (20+MB recommended) • CD-ROM drive **WIN** 486DX, Pentium or greater • Windows 95 or NT 4.0 • Min 16 MB RAM, 32+ MB for NT • SVGA video (true-color recommended) • CD-ROM drive • A pressure sensitive tablet offers additional control for natural-looking brush strokes.

Free Wild Bundle with purchase of Painter 5!

Garden Hose 2 for only $39 with your puchase of Painter 5!

Yoko Ogre
Application Story

Prize-winning artist writes us to say, "Thank you, Painter!

I've been painting for a long time, but it's only as an adult that I've gotten into digital media. I learned Japanese-style calligraphy when I was a child. At college, I studied Japanese Nihon-ga painting. (Naturally, these are both executed with traditional media.) After graduation, I worked as a graphic designer for six years, and ten years ago became a freelance illustrator. I started to use computers a few years ago, and now I use the computer for almost all my work.It was Painter that got me seri-ously into digital painting. Other software never could. Painter has inspired me in many ways, and as Painter has grown, I've grown along with it.

I love the way Painter triggers ideas. Just fooling around can lead to completely unexpected, and often entrancing results. Now that I've won a prize in the Beyond the Canvas contest, I feel great that the award has come from the people who created Painter. Thank you! ■

Yoko's painting "The Insect", 1st place winner of the Web/Interactive, in the 1997 Beyond the Canvas contest, sponsored by MetaCreations and other leaders in the industry.

KPT 3

Creative Effects for Graphic Artists

Kai's Power Tools take you on amazing journeys in the Photoshop world. Often you can't anticipate what's "around the corner"—but that's half the fun!

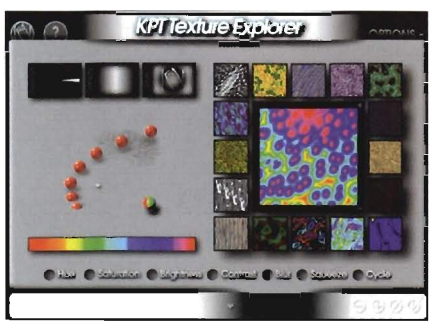
The world's most powerful plug-ins for Adobe Photoshop,® Painter and compatibles.

Kai's Power Tools® 3 is the world-famous collection of 18 filters that gives you the power to explore and create wholly original effects in real-time—and that gives you a huge library of presets to jump-start your creativity and save time. For amateurs and pros alike, KPT3 unlocks today's best image-editing applications.

Unearthly Creative Power. Unprecedented Speed.

Create stunning textures, gradients with hundreds of colors, 3D text effects and Web buttons—plus famous effects such as Page Curl—with the world's coolest filter set. Legendary interface controls, built-in channel operations, visual presets, real-time previews and 36 levels of undo let you explore, design and apply incredible imaging in seconds.

KPT3 plays two roles in your work. First, the KPT3 filters create a unique creative exploration environment that quickly leads you to highly original effects—many of which would be nearly impossible any other way. Second, through real-time editing power and rapid repeatability, KPT3 gives you shortcuts that make all the difference.



A great strength of KPT 3 is the way it lets you explore a myriad of effects in almost no time at all.

Imagination Unfolds—in Real-Time.

Here's just a sampling of what you get:

- **KPT Lens f/x:** lets you adjust parameters such as smudge, noise, find edges and Gaussian blur by dragging a "lens" on screen for real-time previews.
- **KPT Spheroid Designer:** a terrific 3D ray-tracing engine that renders custom 3D spheres at any size, up to 1,000 at once, and applies bump mapping, color, transparency and more.
- **KPT Interform:** lets you mix textures and create and save animations as QuickTime movies.
- **KPT Texture Explorer:** rapidly creates textures that build on each other, on an infinite plane with no tiling—great for fills and backgrounds.
- **KPT Gradient Designer:** a fast, sophisticated producer of complex, multi-color gradients perfect for real and hyper-real backgrounds.

Elegant, easy, fun, productive.

KPT3 is perfect for design and illustration, advertising and photography, commercial art, multimedia, film, animation and effects.

If you're using Photoshop or Painter or another image-editor that supports plug-ins, you owe it to yourself to check out KPT3. Within minutes, it will take your designs to a whole new level!

KAI'S POWER Tools 3

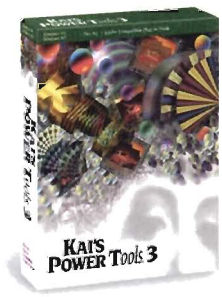
System Requirements

MAC 68040 with FPU or Power Macintosh (recommended) • System 7.1 or later • 2.5 MB RAM from host application (16MB recommended) • 8-bit Color Display • Applications that 100% support Adobe Plug-ins • Spheroid Designer, Texture Explorer Pro and Interform for Power Macintosh only • CD-ROM Drive
WIN 486 or Pentium (recommended) • Windows 95 or NT • Operates within host program's RAM requirements (16MB recommended) • 16-bit Color Display (24-bit recommended) • Applications that 100% support Adobe plug-ins CD-ROM drive

$79*

KPT · MAC #KPT-P30-DE-R · WIN #KPT-W30-DE-R · **Only $129**
Upgrade · MAC #KPT-P30-DE-R · WIN #KPT-W30-DE-R · **Only $79**

*Upgrade price available to registered users of KPT.



KPT Actions

KPT 3's Accessory Kit for Photoshop 4.0

KPT Actions quickly automates those KPT effects you use most often in Photoshop 4 —saving you hours of repetitive work.

KPT Actions uses the new Photoshop® 4 Actions feature that lets you record and script filters you want to apply to a series of selections or files. By scripting the settings of each KPT filter, you can save literally hundreds of keystrokes on repetitive graphics jobs. In seconds, you'll create incredible Backgrounds, Frames, Text Effects and Buttons—with one click of your mouse!

KPT Actions also works like an advanced Photoshop/KPT tutorial. Just load the pre-built KPT Actions list and select a KPT Action. Press Play in Photoshop 4's Actions menu, and KPT Actions does the rest! And by playing the more than 100 pre-set scripts that create KPT-style buttons, text effects, backgrounds, frames, and Web objects, you "deconstruct" the KPT 3 filters, and see, step by step, how to create each effect. Once you've looked at some of these presets, creating your own scripts is easy.

Bonus!

KPT Actions also includes 25 images from the MetaPhotos collection of high-res photography. These royalty-free, RGB TIFFs add impact to Web design, multimedia presentations, brochures, ad layouts and more. (They also serve as terrific targets for your new-found Actions powers.) Maximize your investment in Photoshop 4 and Kai's Power Tools 3 with this powerful new accessory kit. It saves you hours, right out of the box—and it reveals whole new worlds of possibilities in Photoshop.

System Requirements

MAC Power Macintosh (required) • System 7.1 or later • 2.5 MB RAM, sharing Photoshops 4's memory allocation (32 MB recommended) • 8-bit Color Display (24-bit recommended) • Installed Photoshop 4 and Kai's Power Tools 3 • CD-ROM drive **WIN** 486DX or Pentium processor (recommended) • Windows 95 or NT 3.5 • 16 MB RAM (32 MB recommended) Installed Kai's Power Tools 3 and Photoshop 4 • CD-ROM drive

$49

☆ **KPT Actions** · MAC/WIN #KPT-PW3-DE-AR · **Only $49**

KPT Vector Effects

3D Transformations for Vector Illustrations

KPT Vector Effects™ is a spectacular new set of plug-in extensions for Macromedia FreeHand™ and Adobe Illustrator.®

If you're working in advertising, commercial art, prepress production—or just messing around in Illustrator or FreeHand—your favorite vector drawing program is about to go on steroids!

With KPT Vector Effects, eye-catching effects such as distortion, warping and 3D extrusion—often thought of as too difficult or even impossible—take only seconds to achieve. Vector Effects delivers 13 plug-in tools such as extrude, emboss, neonize, perspective, distort, shadowing, shattering, and more. Best of all, Kai's easy-to-use interfaces let you apply cool effects to text or objects in real-time, without ever leaving Illustrator or FreeHand.

Unlock the creative potential of your favorite drawing program with effects that might otherwise take you hours or even days. Create incredible production solutions. Achieve a look that's uniquely yours. Get it all, with KPT Vector Effects!

KPT VECTOR Effects.

System Requirements

MAC 68040 with FPU or Power Macintosh (recommended) • System 7.1 or later • 2 MB RAM from host application (16 MB recommended) 8-bit Color Display (24-bit recommended) • Adobe Illustrator or MacroMedia Freehand

$129

Vector Effects · MAC #VEC-P10-DE-Z · **Now $129**

☆ Reduced shipping & handling for these items. See order form for details.

Expression

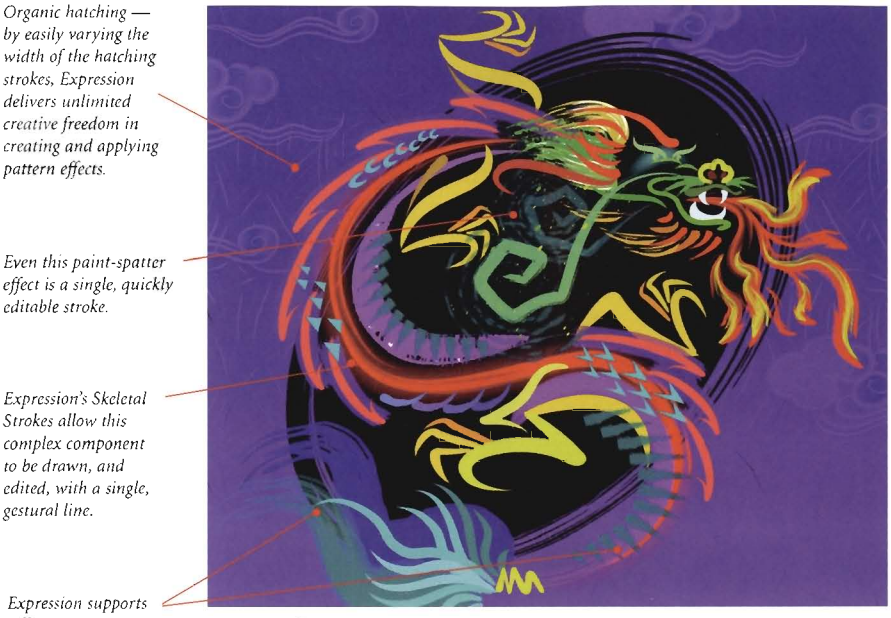
The Revolutionary Natural-Media Vector Drawing Program

Vector-illustration power, plus the beauty of Natural-Media.®

Expression™ is the exclusive Natural-Media illustration program that melds the stylistic expressiveness of paint and brushstrokes with all the advantages of an advanced vector drawing application.

In the past, digital artists had to choose between vector drawing and digital painting. But Expression's breakthrough technology delivers unrivaled creative freedom. With it you can produce computer art with the look and feel of "real" art (in computer terms, a high-res "bitmapped" look) without giving up the flexibility, speed, fast editing, compact file size, and resolution independence of Illustrator and Freehand (both precise, "vector" programs).

Great on its own, Expression is an even better companion program for traditional computer drawing applications.


Organic hatching — by easily varying the width of the hatching strokes, Expression delivers unlimited creative freedom in creating and applying pattern effects.
Even this paint-spatter effect is a single, quickly editable stroke.
Expression's Skeletal Strokes allow this complex component to be drawn, and edited, with a single, gestural line.
Expression supports full transparency control for each object.

This composition was created completely in Expression. Each and every element can be quickly edited by manipulating a single path.

Created with artists in mind.

Expression merits a place in the creative and production workflow of every graphic artist. Here's why: Exclusive Skeletal Strokes™ technology creates single vector paths that draw sophisticated, multi-element components or even complete illustrations. In Expression a single stroke can be anything from a calligraphic line to a tree, a person, a house—literally anything. (It's terrific for instantly converting clip art into highly individualized finished pieces.) In addition, you can create and draw with multiple views or variations on the same stroke—which means you can apply random variability to your illustrations with a single stroke.

You also get pressure-sensitive tablet support to preserve each gesture of your drawings and further enhance the Natural-Media look and feel. And with Expression's exclusive transparency support, you can apply beautiful layering effects previously available only in bitmap paint programs.

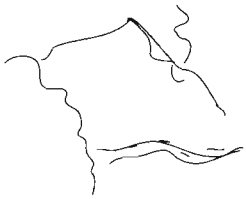
To get an idea how easy editing is in Expression, just look at the number of control points the same flowers require in Illustrator (left) and Expression (right). With Expression, each leaf and petal is a single stroke and easy to change. With Illustrator, the task is daunting.

The best of both worlds

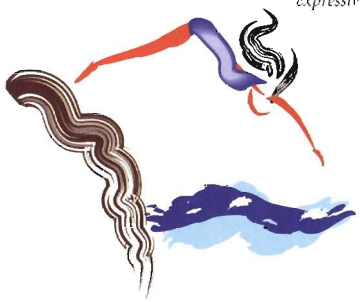
Expression takes away that cold "computer" art look, but it requires no sacrifices in editability. Changing an element is as easy as moving the end points of a curve. You don't have to mess with dozens of tightly packed control points—and this saves you hours.

Starting a complex drawing is easy, too. Just select one of the 350 built-in Skeletal Strokes—or define any image or line of text as a stroke—and begin drawing with it. You get an almost limitless number of stroke styles. The program includes elegant calligraphic pens, soft pastels and pencils, strong, bold oil brushes, and even the translucent wash of watercolors.

Expression also gives you two unique and exclusive ways to use any stroke in your kit. The Sausage mode lays down strokes as if they had a circular cross section. A stroke made to look like a rough brush swirls across the paper, and a stroke made up of text becomes text on a path. The exclusive Ribbon mode lays down strokes as if they were standing on edge on the paper. This is really exciting with text, as the letters march like soldiers and you see their fronts, sides and backs as the line of your stroke twists and turns. No other program can do this!



Just click, and a simple sketch...



...becomes instantly expressive!

Expression fits like a comfortable old shoe. Open it, and you'll find familiar tools and menus comparable to other illustration programs. You'll feel right at home, right away. Expression is also file-compatible with other professional illustration programs, including Adobe Illustrator, and CorelDRAW. Expression exports EPS, CGM, WMF, and PICT vector file formats. It also exports rasterized bitmap images to Photoshop, TIFF, BMP, PCX and PICT formats.

Give Expression a try. With its Natural-Media tools that deliver the look and feel of real art materials, it truly defines a new category in the illustration market.

Expression

System Requirements

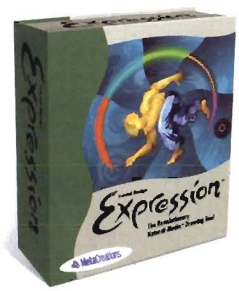
MAC Power Macintosh • System 7.5 or later • 12 MB Application RAM (16MB+ recommended) • Color Display (24-bit recommended) • CD-ROM drive **WIN** 486DX, Pentium or Pentium Pro-based PC (recommended) Windows 95 or NT 4.0 • 12 MB RAM (16 MB+ recommended) • Color Display (24-bit recommended) • CD-ROM drive

$149

Expression · MAC #03500 · WIN #03550 · Only $149

Creature House

Ultimate Symbol



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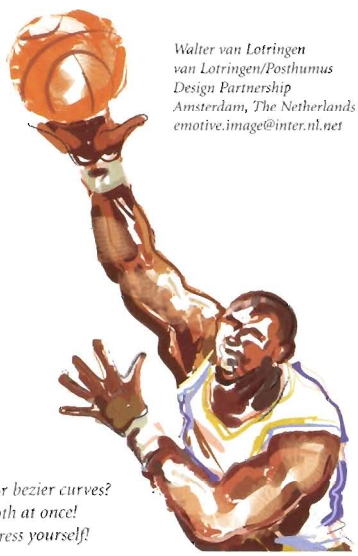
Customer Spotlight

Walter van Lotringen

(also known as Lothar)



Walter van Lotringen
van Lotringen/Posthumus Design Partnership
Amsterdam, The Netherlands
emotive.image@inter.nl.net

Paint or bezier curves? Both at once! Express yourself!

Expression, Gestalt illustration and alluring obscurity.

Veteran of a ten-year analog-to-digital transition, Walter van Lotringen has survived — and sent four generations of computer hardware to the attic.

With degrees in Graphic Arts and Documentary Photography, he nevertheless considers himself primarily self-taught. After stints in graphic design and magazine art direction he settled for illustration as his main focus. Finding it hard to curb his "multi-instrumentalist" persona, though, he has also done work in animation.

Walter's clients are mostly corporate, located in the major European countries as well as in the US. His work has been reviewed and featured in major professional publications like Idea Magazine, Graphis Novum and Creative Review. Walter likes to label his visual commitment as "Gestalt illustration:" searching for charisma and alluring obscurity rather than the rational and conceptual approach to the medium so often seen in the corporate environment. Often he will use the metaphor of humanized animals to communicate this idea to a wider audience, making it possible for him to "get under the viewer's skin." He intends to feature these "animals" on a forthcoming web site. ■

Fabulous Add-ons

Supercharge Your Natural-Media Tools!

These libraries from Really Cool Textures™ and Nozzlemania™ collections expand your Painter and Detailer Natural-Media tools and broaden your creative palette. Draw or paint on them, or apply them to existing images as surface textures, overlays, or reliefs. Use them singly or in combination to energize your designs.

Bodacious Backgrounds™

Bring pizzazz to your 2D and 3D images with an incredible set of textures and surfaces. This collection of 130 exquisite photos (in 2MB and 10MB sizes) includes Fabric, Paint, Wood, Lights, Marble, Walls, and Stone. Each image is absolutely unique and full of color and character! By *MetaCreations* and *Vivid Details*™

$39 ☆ **Bodacious Backgrounds**
MAC/WIN #00108 · **Only $39**

Garden Hose 2™

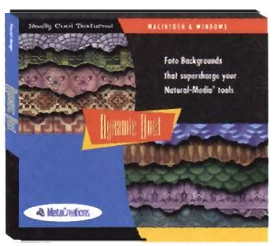
The all-new Garden Hose 2 collection gives you 15 new nozzle libraries (and over 90 new nozzles) drawn from nature. From birches to blackberries, catalpa to citrus, ficus to walnut—plus wispy clouds and thunderstorms—nature's bounty is yours, ready to go.

In addition to nozzles, we've included a cool selection of seamless patterns and textures created from these nature nozzles, as well. Garden Hose 2 nozzles come in a variety of sizes with both hard and soft-edge treatments. You get low-resolution versions for efficiency on screen and on the web, plus high-resolution versions for imagesetter quality in print. If you want the fast track to natural plants and foliage, don't miss this one! By *MetaCreations* and *DIGARTS*

$49 ☆ **Garden Hose 2** · MAC/WIN #00801 · **Only $49**

Only $39 with your purchase of Painter 5!

Dynamic Duet™



Get Miles of Tiles and Walls & Reliefs together for one low price! Miles of Tiles includes 20 textures based on wood, ceramic, glass, and stone tiles from around the world. Walls & Reliefs provides a medley of 20 textures based on familiar and exotic patterns.

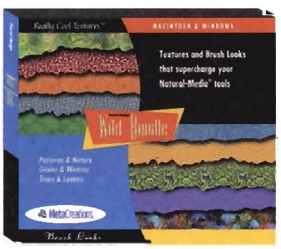
$39 ☆ **Dynamic Duet** · MAC/WIN #00107 · **Only $39**

Sensational Surfaces™

Sensational Surfaces includes 100 textures from rich papers and woods to intriguing stones and other surfaces. Sensational Surfaces energizes your Natural-Media designs and empowers your creativity. By *MetaCreations* and *Artbeats*™

$39 ☆ **Sensational Surfaces**
MAC/WIN #00105 · **Only $39**

Wild Bundle™



Three great collections in one great bundle! Grains & Weaves, Patterns & Nature, and Brush Looks of Trees & Leaves. You get the natural look of canvas and felt, the richness of fabrics and wicker, and natural elements such as water, rock, and cracked earth.

$29 ☆ **Wild Bundle** · MAC/WIN #00106 · **Only $29**

Free with your purchase of Painter 5 or Detailer!

☆Reduced shipping & handling for these items. See order form for details.

Kai's Power GOO

Real-Time Liquid Image™ Funware

Award-winning creative funware lets you smudge, smear and stretch photos to create funny faces and animated "GOOvies" in real-time.

Digital silly putty anyone? GOO lets you be wild or get serious—and its unique interface adds to the fun and complements your creativity.

Kai's Power GOO™ transforms your photo album into liquid images and hilarious movies. It's like having a digital funhouse mirror in your computer. Use GOOed images for invitations, greeting cards, newsletters, calendars, Web pages, T-shirts and more.

GOOing is as easy as fingerpainting. Just import photos from a digital camera, scanner, video capture device or PhotoCD—or choose a politician or animal from GOO's extensive image library. Then use GOO's liquid distortion brushes to smudge, smear and stretch the picture into crazy shapes to create hysterical caricatures and animations. With its real-time liquid imaging ability, Kai's Power GOO keeps pace with your imagination.

Use GOO's Fusion brushes to seamlessly combine the features of two different photos and create fun image composites. (Imagine painting the eyes and hair of your mother onto the face of your father. The creative possibilities are boundless.)

> "The technology is incredible, and the kids thought this software was hysterical!"
>
> —*USA Today, January 1997*

You can even use GOO's distortion brushes to animate your fused image to create a hilarious GOOvie™ or an AVI or QuickTime movie.

Kai's Power GOO is also great for "serious" users who discover plenty of professional applications for its real-time brushes and resolution independent output capabilities. Support for industry-standard image and movie file formats gives you flexible input and output options, too.

GOO's image library gives you 175 GOOable adults, children, animals and politicians. A quick-reference poster, tutorials and project files make using and learning GOO simple and fun. And because GOO is backed by enormous imaging power previously not seen on the desktop, the results are unbelievable. Kai's Power GOO creates a new product category, creative funware, for casual consumers and professionals alike.

Just GOO it!

GOO

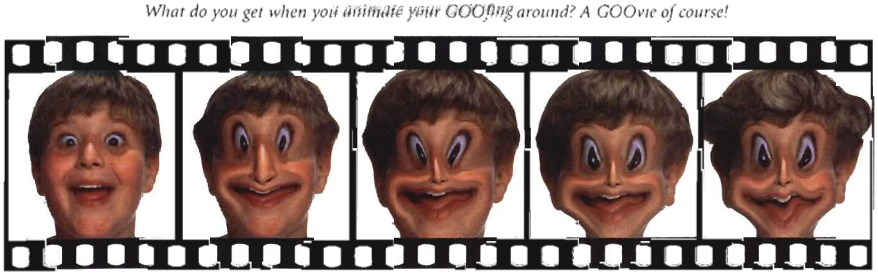
System Requirements

MAC 68040 with FPU, or Power Macintosh (recommended) • System 7.5 or later • 8 MB Application RAM • 16- or 24-bit Color Display • CD-ROM drive **WIN** 486DX, Pentium or Pentium Pro-based PC (recommended) • Windows 95 or NT • 8 MB Application RAM • 16- or 24-bit Color Display • CD-ROM drive

$49

Kai's Power GOO - MAC/WIN #KPG-C10-DE-R - **Only $49**

What do you get when you animate your GOOfing around? A GOOvie of course!



Kai's Photo Soap

Clean Up Your Image!

Turn those "marginal" photos into prize winners, with Kai's Photo Soap.

Kai's Photo Soap™ is the revolutionary new program that gives you all the power of professional retouching in a sleek, intuitive package anyone can use.

Before

After

Scrub away the grime of ages! With Soap, you can even reverse the ravages of time and save priceless memories. No more "lost" photos—and Soap's publishing features let you use images in all-new ways!

Soap works fast

Change and correct colors, fix "red eye" and remove wrinkles and scratches—all with the whisk of a brush. Crop, rotate, resize and clone in real time. Soap makes it all fun, fast and easy for everyone in the family.

Simple controls

With Kai's Photo Soap, it's easy to bring out the hidden beauty in any picture. Brighten dusty vacation snaps. Sharpen blurry photos. Restore faded heirloom images. Turn might-have-beens into masterpieces. Soap puts editing power in your hands while providing a simple, fun interface that encourages exploration.

Sprinkled with new life! Crop, sharpen, brighten the color, even add text, and images like this one come to life.

Creative tools that are as easy as A-B-C

Soap is good clean fun! Just load an image from a digital camera or scanner and get ready for a good time.

Revolutionary animated brushes, smooth-as-silk zooming and convenient hideaway tool drawers turn photo editing into an enjoyable, fully interactive, highly creative experience. Soap lets you magically wipe out red eye, heal scars, remove blemishes, whisk away wrinkles and stray hairs, make the crooked straight, sharpen focus and brush in color like a pro. And it all happens in real time, so you work quickly and intuitively.

Even your kids can use Soap. It comes loaded with neat, real-world tools. You get brushes that flex on screen, pencils that flip over so you can use their erasers, and more. Soap remembers and saves the desktop as you've left it—or puts away everything back into the drawers. It's up to you.

Tons of uses, day in and day out

Not only is Soap a lot of fun, it's downright useful—maybe even essential. Newlyweds can repair priceless photos by correcting overexposed and under-exposed shots. Real-estate brokers can clean up houses or make unsightly lawn furniture disappear. Business professionals can eliminate under-eye circles for executive shots. Teens can wipe out acne at a stroke.

Novice photographers can lighten sunsets, brighten basement photos and wipe out red eye and glare from flash photos. And families can restore cracked and yellowed heirloom photos.

Creative output options let your photos shine

With Soap, your well-scrubbed photos become the stars of the show. The program gives you all kinds of new ways to use your photographs.

You can create layouts for professional-looking invitations, greeting cards, calendars, flyers and much more. Add gorgeous backgrounds or 3D text that hovers above your image—even hand-drawn cartoons. Everything's included, even clip photos!

The power of organization, too

No more dusty shoeboxes! To help you keep track of your pictures, Soap sorts, categorizes, and stores them in convenient digital albums for easy reference.

All your digital photos are always at your fingertips, and you'll never misplace a shot again.

Way cool - way easy

Bad photos are a fact of life, but that doesn't mean you have to live with them. Who says repair work can't be fun? With Soap, problems turn into opportunities!

Get Kai's Photo Soap, and brighten up those faded memories! With Soap, you'll never look at old photographs quite the same way again.

System Requirements

MAC Power Macintosh (required) • System 7.5 or later • 16 MB Application RAM • 16- or 24-bit Color Display • CD-ROM drive

WIN Pentium (required) • Windows 95 or NT 4.0 • 16 MB RAM 16- or 24-bit Color Display • CD-ROM drive

$49

Kai's Photo Soap · MAC/WIN #SOP-C10-DE-R · **Only $49**

from the Tips Pros with Aaron Begley

The triple treat of Soap, Goo and Art Dabbler inspires this kootie infected romp through the rooms and drawers of three of our most funny and most useful tools.

Step 1 - Soap

After bringing the image of John into Soap through the In Room, I scaled and cropped the image in the Prep Room—mainly to get rid of the frame identification marks.

The scan had a lot of "artifacts" from the scanner, and it was pretty foggy. To fix it, I adjusted the contrast up a little in the Tone Room. This took care of most of the major flaws in the image. For the really severe scratches, I worked on the image a bit in the Detail Room.

Step 2 - Goo

The cool thing about Goo is the nearly limitless number of facial expressions you can create with it. Making John look like an insect was a fairly easy task. Using the Grow/Shrink brush I shrank his jaw. Then, with the Smudge brush I pushed his glasses into an insect-like oblong shape. The Out Room made exporting my new image very simple.

Step 3 - Art Dabbler

I simply opened my "Gooed" image in Art Dabbler and began working with the Chalk tool, which has a very natural feel to me. I like to be able to see the paper texture in what I'm doing, and the Chalk tool is perfect for that.

Well, with a few simple Chalk strokes—presto chango—I transformed my pal into a Kootie! ■

Art Dabbler

NEW!

Creativity The Easy Way!

Learn to draw and paint as you turn photos into artistic masterpieces.

New Art Dabbler™ transforms your ideas into art with maximum fun and ease. A simple, intuitive interface and terrific tools give you great results right from the start. You can also make great art from your digital images or family photos by turning them into Natural-Media paintings or drawings. Plus, you can create animations and print them as flipbooks or save them as QuickTime or AVI movies to share. It's all fun and easy, with Art Dabbler!

Unique digital imaging tools let you quickly create hand-rendered drawings from your family photos.

Hundreds of Natural-Media Tools –Plus Some Very Special Tricks!

With its drawers, sketch pads, and tracing paper, Art Dabbler works the way you think. And it dazzles with dozens of Natural-Media tools and textures that respond just like traditional artist's materials. With Art Dabbler, your finished art looks like real art—not computer art.

Like the art produced by its big brother, Painter 5, Art Dabbler output is "real" art, with all the warmth of traditional media.

Art Dabbler is the only home paint program with a digital lightbox that lets you trace photographs or turn them into paintings, chalk drawings, or pencil sketches—perfect for greeting cards.

You also get a selection of the renowned KPT Plug-Ins for special effects, plus 100 MetaPhotos® to get you started. Art Dabbler also works with Kai's Photo Soap® and Kai's Power GOO to make the most from your photos. And the Windows version is optimized for Intel MMX™ chips and features new Windows '95 TWAIN support for scanning and video capture.

Multimedia Tutors–Movies, Too!

For a real jump start in art, you get built-in tutorials from Walter Foster, including Cartoon Animation from Preston Blair, the famous Walt Disney animator. You can make movies, too, and play them back directly inside Art Dabbler.

Fun for the whole family, Art Dabbler brings real art to every desktop!

Art Dabbler™

System Requirements

MAC Power Macintosh (required) • System 7.5 or later 16MB RAM (24MB recommended) • Color Display (13" minimum, 24-bit recommended) • CD-ROM drive **WIN** 486-66MHz or Pentium Windows 95 • 16 MB RAM (24MB recommended) • Color Display (24-bit recommended) • Windows compatible sound card • CD-ROM drive

$49

Art Dabbler - MAC/WIN #DAB-C21-DE-R - **Only $49**

Includes 100 Professional Photos, Over 300 Stencils FREE!

Life in the Universe

Join Stephen Hawking, author of **A Brief History of Time**, on a multimedia adventure to explore the universe.

With its riveting graphics and luminous text, Life in the Universe takes you on the greatest discovery voyage of all time.

You'll navigate through gorgeous 3D worlds and discover clear explanations of the Big Bang, Einstein's theory of relativity, black holes, the origin of life, and much more.

Complex physics and cosmological concepts are explained with hours of spectacular animations, insightful graphics —and the crystal-clear language and luminous intelligence that have made Stephen Hawking famous. You can also link to the Web (Internet Explorer included free) to access the Life in the Universe website. There, you'll view fresh information, engage in Web discussions, and discover related websites. You also get two challenging games, the complete text to Stephen Hawking's "Life in the Universe" lecture, five Scientific American articles, scrollable timelines, QuickTime movies, and lots more.

Whether you're a science enthusiast, student, or hobbyist, this unique new CD-ROM is an absolute must-have for your collection. As professor Hawking says, it "breaks down the barriers to discovery, replacing equations with illustrations." Call now!

System Requirements

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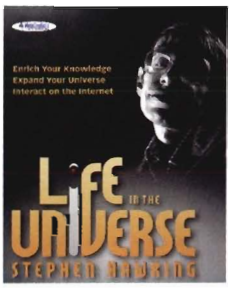

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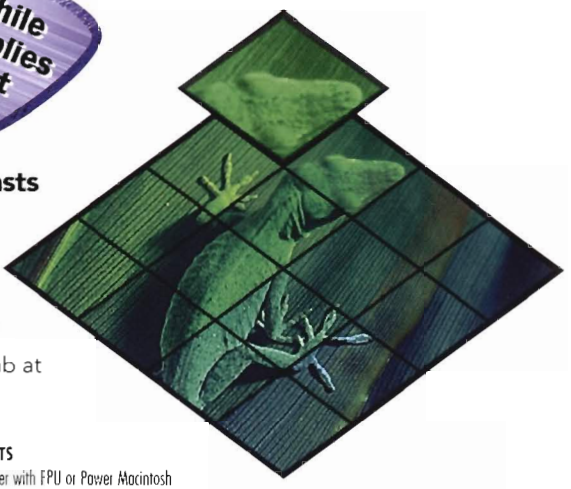

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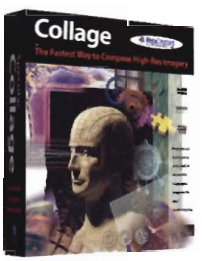

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Resonate (continued from inside front cover)

A broadcast package with real "Expression"

Paul and Dale turned to Expression for the recurrent Kanji-character elements used throughout the broadcast package, and for an animated "ergo-man," also used as a repeating element. And they used Bryce 3D for information screens and backgrounds. They appreciated the way these tools let them interact directly and efficiently with the images—and the ease with which changes could be implemented.

The last Winter Olympics was the single most-watched TV event in US history, and this year's is likely to top it. The luminous graphics package created by ReZ.n8 will be an important part of the experience for literally billions of viewers worldwide. At MetaCreations, we're proud to have done our bit to help make it possible. ■

The artists at ReZ.n8 used Expression to create the recurrent Kanji-like characters that will appear in the Winter Olympics broadcast package for CBS.

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